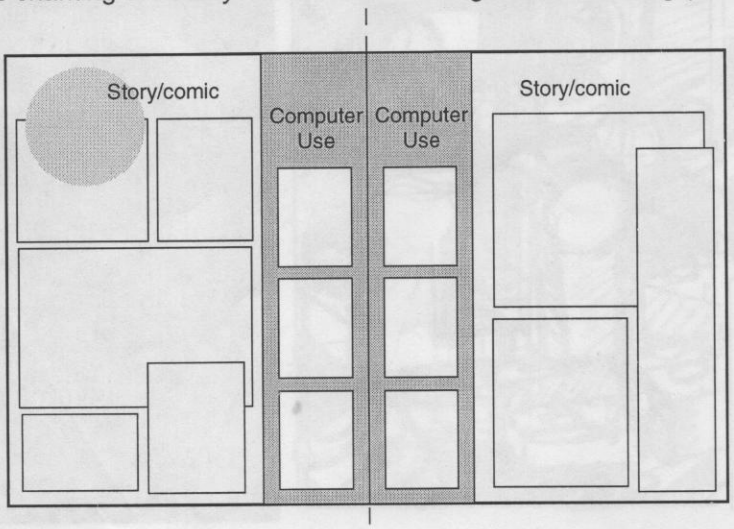
MANUAL:COMIC BOOK TREATMENT
STORY ONE/ prepared by Wes Jenkins
JAMMIN ON A JETSKI

Our story begins in the sanctity of a kids' room. It's a typically cool room with neat stuff all over the place. A 12 year old is playing with a pile of LEGO. A computer is seen in the background. From the box of LEGO, a mini-figure springs to life. It is our Infomaniac. He describes a town on an island that is in desperate need of help. Because our child is a LEGOMANIAC, he was chosen by the towns people as the one that could save the town. The Infomaniac describes and demonstrates how to get there: Click three red bricks together, select enter and also insert the C.D.
We zoom into the computer with a transitional event: the Infomaniac gets bigger and our child transforms into a mini-figure. Flying overhead our island, we begin to zoom down to avery much alive LEGO town.

From below us, at the beach: the judge/lifeguard shouts up to us on his bullhorn:
" Over here. We need you over here!"
The Infomaniac produces a 'Bricker' and creates a staircase for our descent. As we descend, a siren and squad car, motorcycle (Nick and Nora) come barreling in the scene. The lifeguard runs up to us and begins to describe that we need to build a jetski real fast because... and Nick continues... a critically missing brick was last seen out in the water.. and Nora interrupts: we need it to catch the badguy: the Brickster.... just then the Brickster races up to the shore line on his jetski and through a bull horn shouts his case: I may be bad but I'm not evil.. but things can change.. (he laughs puts on his mask and continues) I take these bricks in the name of art, in the name of fun, in the name of nonsense."
"Nusance, more like it" says Nora. "Quick!"

Jetski built, our hero departs and speeds off towards the Brickster. The brick is spied on the horizon line so we race towards it and retrieve the brick...which was balanced on the fin of a shark who commences a chase... high action chase that eventually when passing by view of the Pizzeria, Pappa tosses a pizza, as a diversion, to the shark who stops to munch and we continue to buzz along...
When a buoy is passed, a race begins; over jumps and around the island..
Naturally, our hero wins. During the awards ceremony, he is contacted via the vid-phone to report to the Police Station. He boards a car, follows a map to get there and is informed of the mission to build and fly the helicopter to capture the Brickster once and for all. He takes off in the copter, once complete, and contacts various towns people to put up road blocks for eventual capture. A heroes parade.
The chanting of *hoorays* fades into a calling from the analog (real) word for dinner.



As the action is described in our comic book, a column describes how to acheive and/or interact on the computer.
mouse moves , navigation, hotspots and GUI's.

The manual will contain approx. 3 cartoon stories. Each concentrating on a specific location: The Beach, The Race Track and the Gas Station

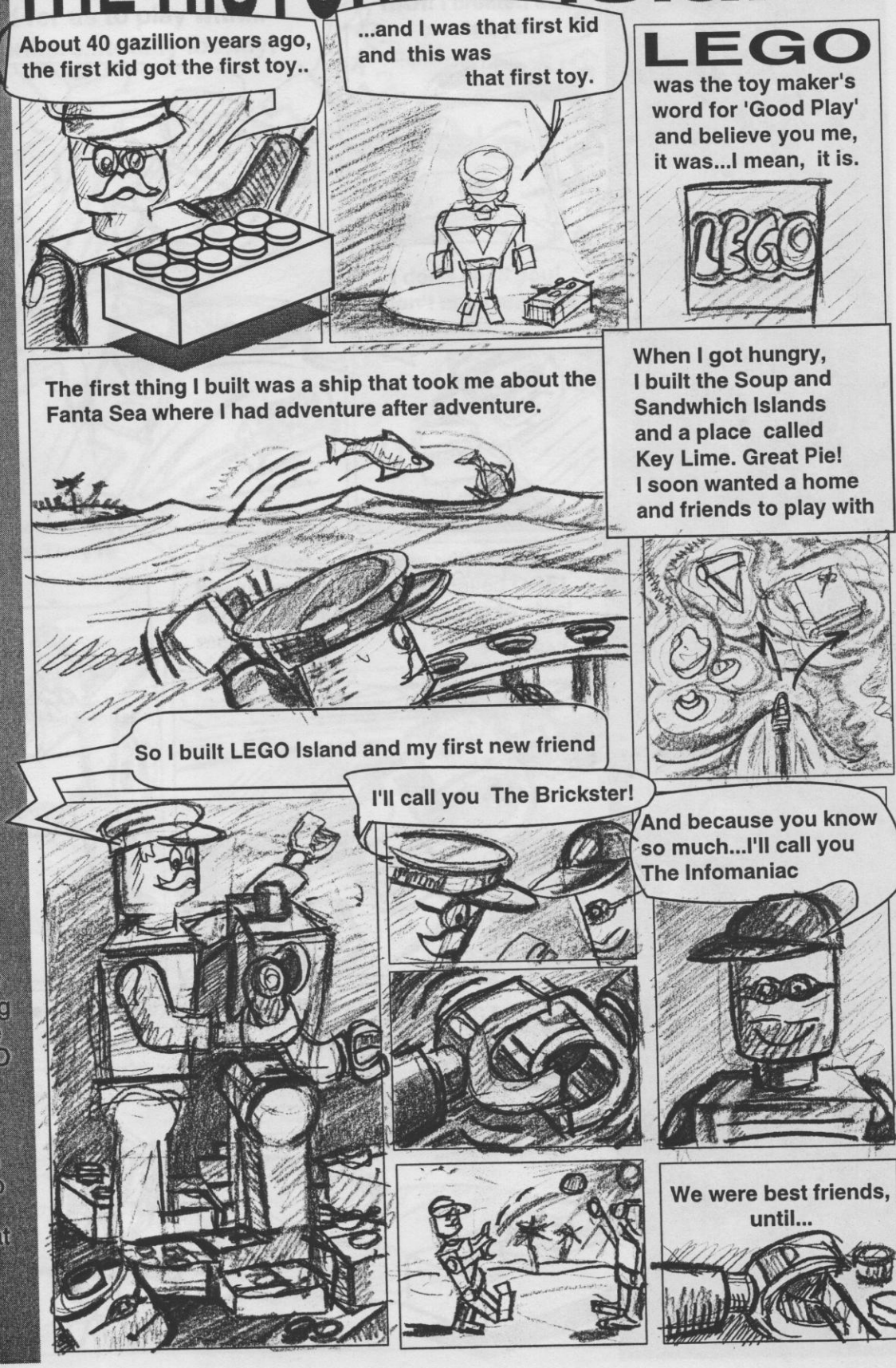
PAGE LAYOUT SAMPLE/ PAGE TWENTY OF CONTENTS
SIZE: 8 3/8 inches (W) X 91/2 inches (H)
Typeface: Cartoon script/ LEROY- like

Technical Column *Story Column*

CAUTION: SMART STUFF

The Adventures on LEGO Island marks the first time in the company's 64 year history that its characters have voice, intellegence and personality. The unique talents and interests of the Island's characters are based upon the research of the renowned Harvard professor, Dr. Howard Gardner, a proponent of the theory of multiple intelligence and human potential. Dr. Gardner's philosophy of "many kinds of minds" shows that a single measure of IQ is not adequate to explain the differences between people. He identified seven major types of intellegences. You have some or maybe all of these intellligences. They are; musical, mathematical, linguistc, kinesthetic, spatial, interpersonal and intrapersonal. By interacting and viewing the world through the eyes of the new LEGO characters with intellegennces different from your own, you will have a unique opportunity to think and solve problems in ways that you may not have thought of before.

THE HISTORY OF LEGO island


About 40 gazillion years ago, the first kid got the first toy..
...and I was that first kid and this was that first toy.
LEGO was the toy maker's word for 'Good Play' and believe you me, it was...I mean, it is.
LEGO
The first thing I built was a ship that took me about the Fanta Sea where I had adventure after adventure.
When I got hungry, I built the Soup and Sandwhich Islands and a place called Key Lime. Great Pie! I soon wanted a home and friends to play with
So I built LEGO Island and my first new friend
I'll call you The Brickster!
And because you know so much...I'll call you The Infomaniac
We were best friends, until...

PAGE LAYOUT SAMPLE/ PAGE TWENTY ONE OF CONTENTS
SIZE: 8 3/8 inches (W) X 91/2 inches (H)
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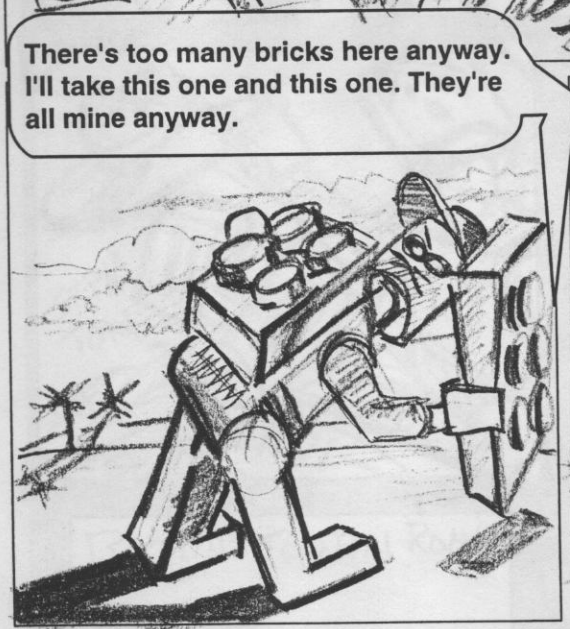
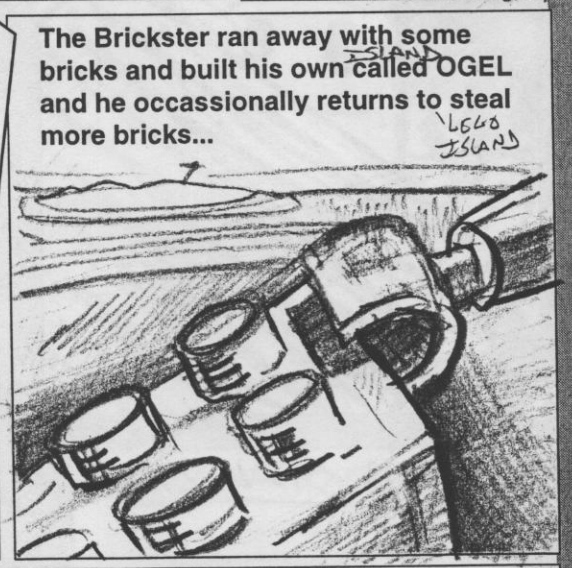
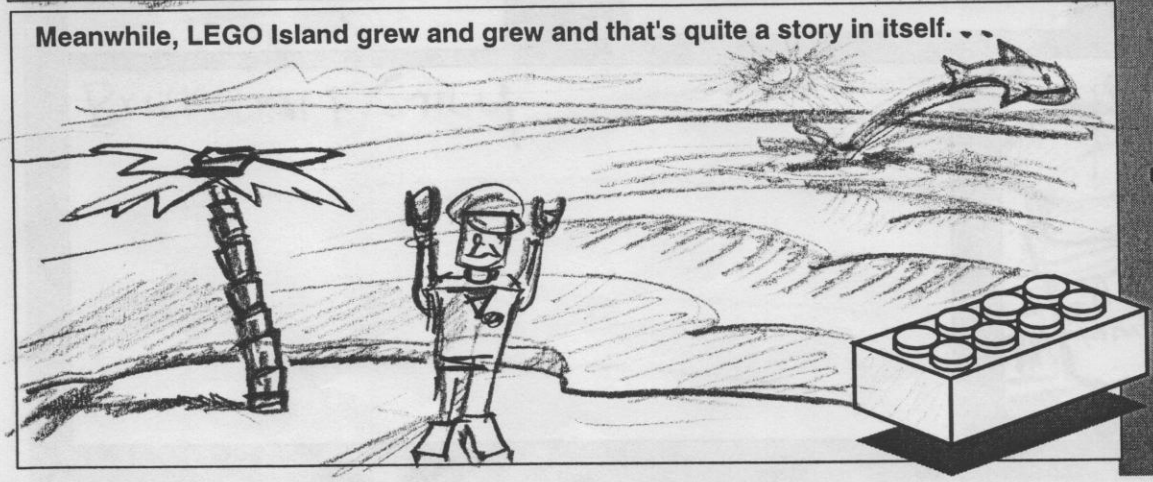
Story Column *Technical Column*

...One night after a fine day of building stuff, I mentioned to the Brickster that I wanted to build a new friend for us to play with... and he went nuts, bonkers...totally looney!




The Brickster ran away with some bricks and built his own called OGEL ISLAND and he occassionally returns to steal more bricks...
LEGO ISLAND



CAREFUL: MORE SMART STUFF

Have you ever been told or heard someone say things like this:

"Wow, he's such a great artist for his age."
"Gee, look how fast that guy runs."
"He doesn't read too well but he can take anything apart and put it back together again."
"She's the best student in math."
"Where did she learn to sing like that?"
"He's great at video games."
"She never forgets anything."

Well, these are different kinds of intelligences that can arise in you as you grow up; and they don't stop happening. Mozart was only 4 years old when he began to compose music. Grandma Moses didn't choose to become a painter until she was seventy five!
What do you think you'll be doing when you're seventy five? Me?, I'll probably be sleeping.

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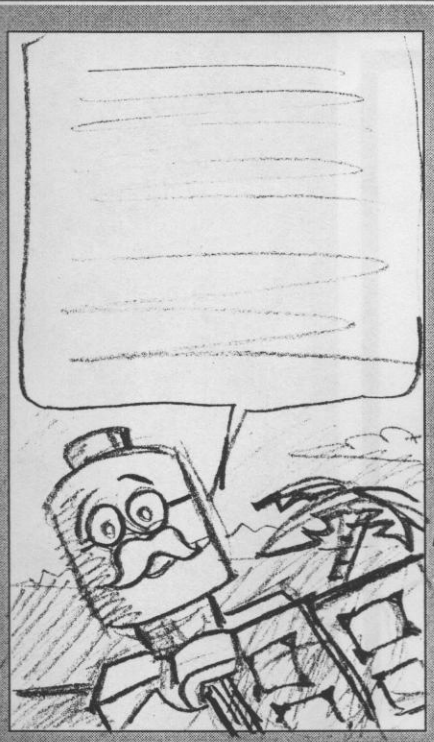
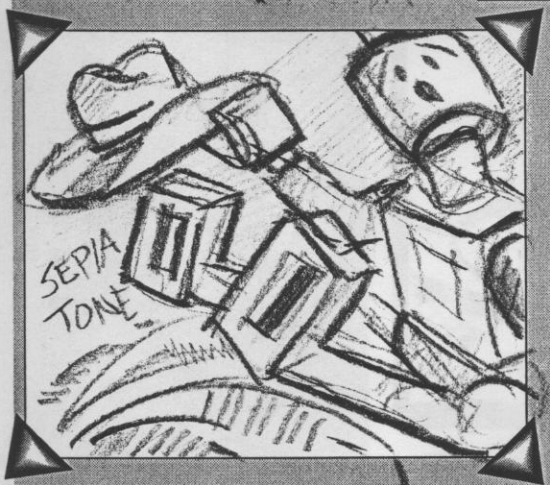
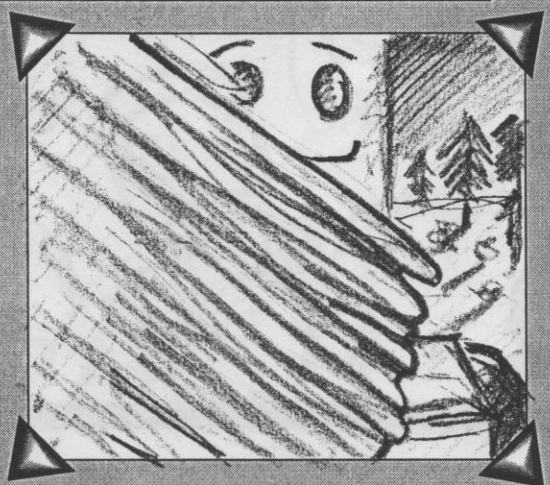
Story Column *Technical Column*



RONI FAMILY





ROOTIN' TOOTIN RONI

BOLOGNA RONI

BRICKOLINI FAMILY

B/W

AND...

Dr. Seymour Papert, a professor from MIT in Boston, found that if we allow kids(like us) to blend free discovery with exploration with their natural intellegences, their unique interests and talents will get stronger and stronger. It is in this spirit that the developers of this CD-ROM game hope you will enjoy the action. We hope that you will discover that all of us see the world a bit differently at times but that we are able to be creative, solve problems and make decisions that will benefit everyone. You may even discover some interest and talent in yourself that you may never thought you possessed before. Enjoy and let us know what you think.

PAGE LAYOUT SAMPLE/ PAGE TWENTY THREE OF CONTENTS
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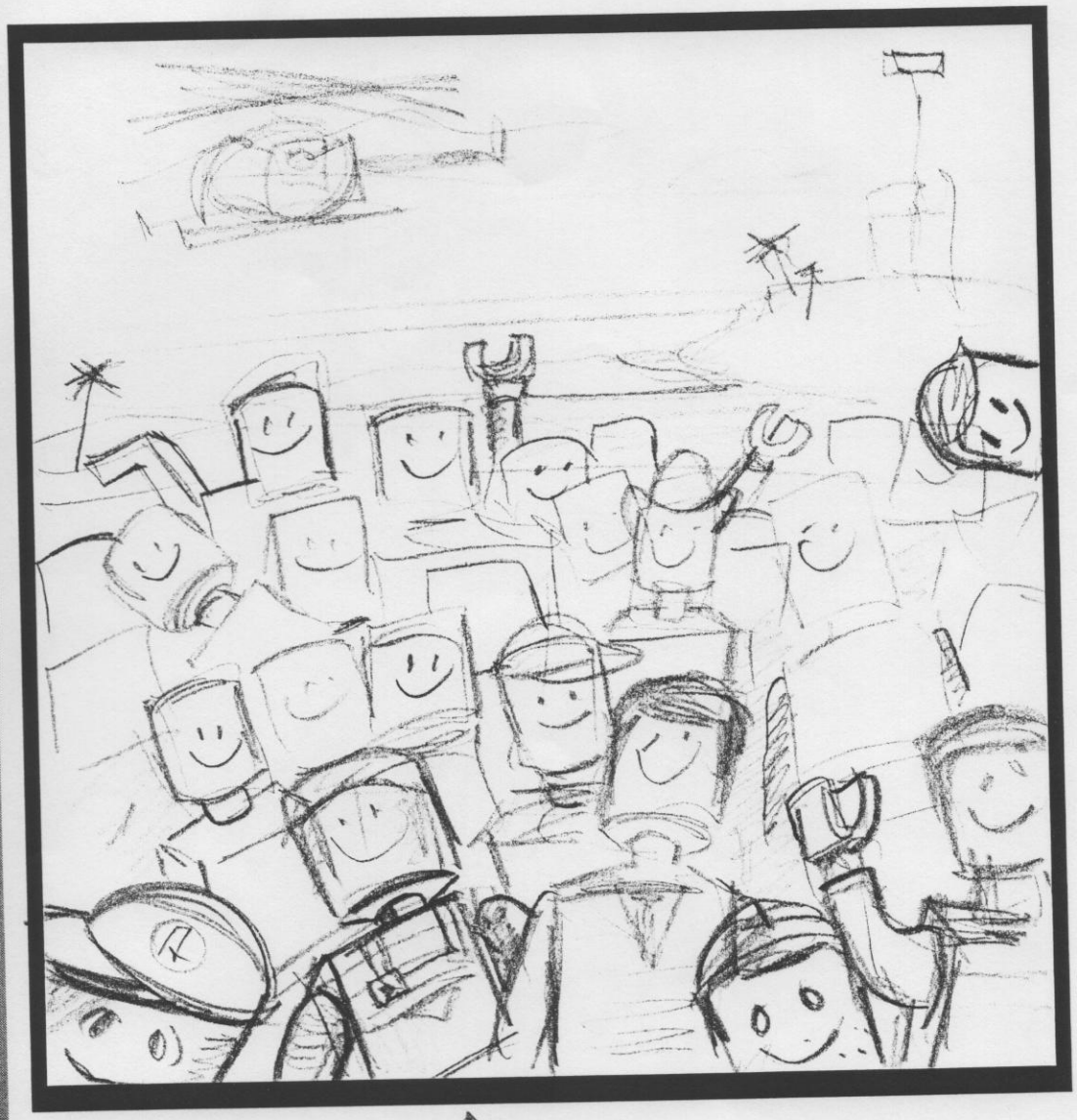
Technical Column *Story Column*

FANTASTIC PLASTIC

Making this game was a lot of fun and a lot of work. After the initial design was created, a team of artists and programmers jumped all over it. The artists created a cool island with a 3D graphics program. The programmers took this and shoehorned it into the computer. 3D graphics really give computers a fit, and they worked for months to get things right.

All the characters were created with distinct personalities. Some very silly people wrote a ton of scripts0enough to make 5 movies. Meanwhile, the programmers made the racing games, and we tested them with kids around the world.

Visual of the Infomaniac



THIS IS A PHOTO OF ALL CITIZENS ON LEGO ISLAND — FULL COLOR. THIS AREA IS FOR TEXT

PAGE LAYOUT SAMPLE/ PAGE ONE OF CONTENTS
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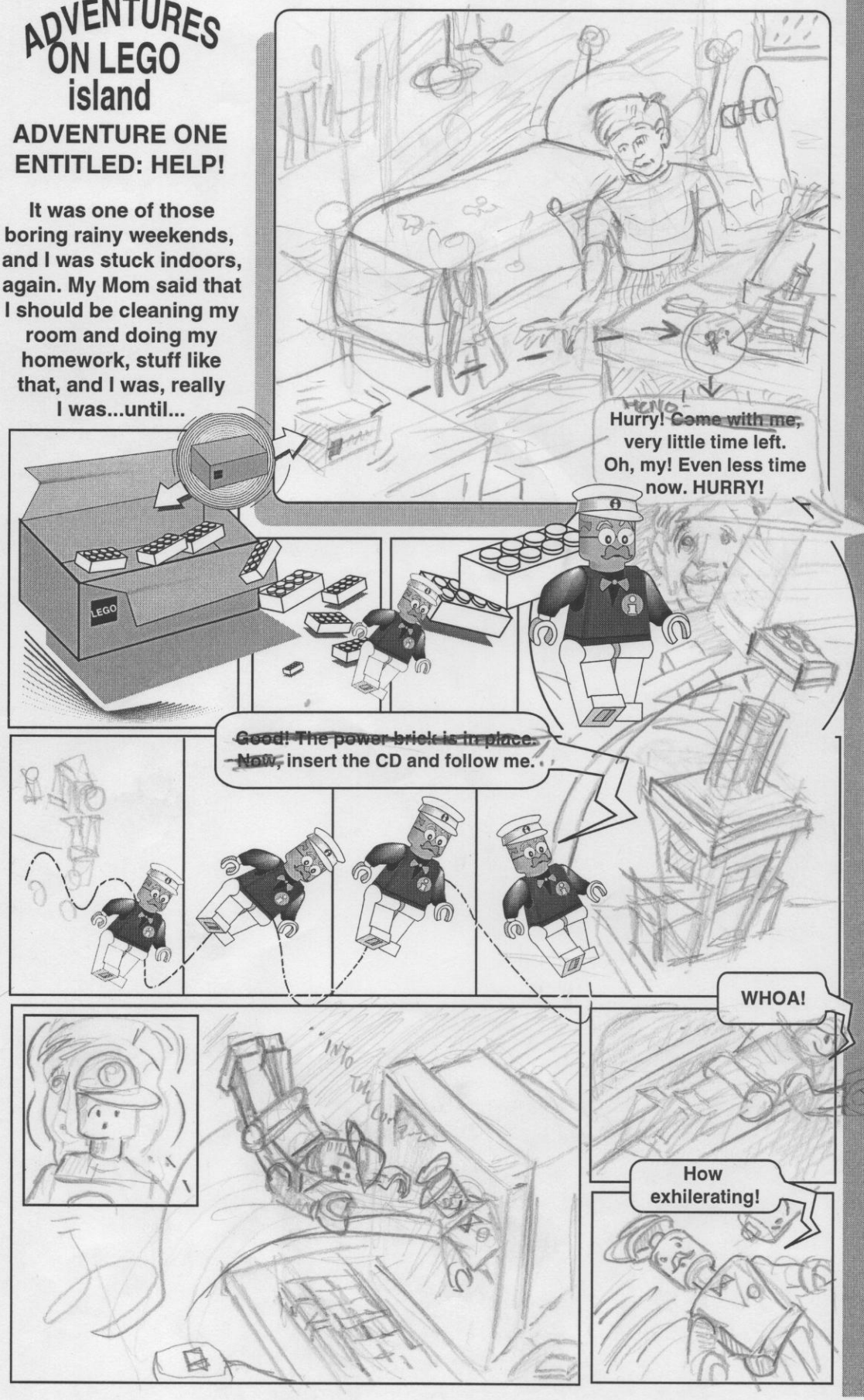
Story Column *Technical Column*

ADVENTURES ON LEGO island

ADVENTURE ONE ENTITLED: HELP!

It was one of those boring rainy weekends, and I was stuck indoors, again. My Mom said that I should be cleaning my room and doing my homework, stuff like that, and I was, really I was...until...


Hurry! Come with me, very little time left. Oh, my! Even less time now. HURRY!
Good! The power brick is in place. Now, insert the CD and follow me.
WHOA!
How exhilerating!

GO LEGO GO! LET 'ER RIP !

Adventures on LEGO Island is one BIG program. You need the muscle of a Pentium running Windows 95 and at least 8 Megabytes of RAM - 16 Megs is better. You'll want a sound card to hear all the cool things everyone says. If you have a very cool 3D accelerator, the program really rocks!

To run the game, just stick the CD-ROM in the slot. In a few seconds, the startup screen will appear. The first time through, you should press the Install button. That puts all sorts of goodies on your disk. Then it restarts your computer and you can run the program. If you have problems, try the Tech Help button.

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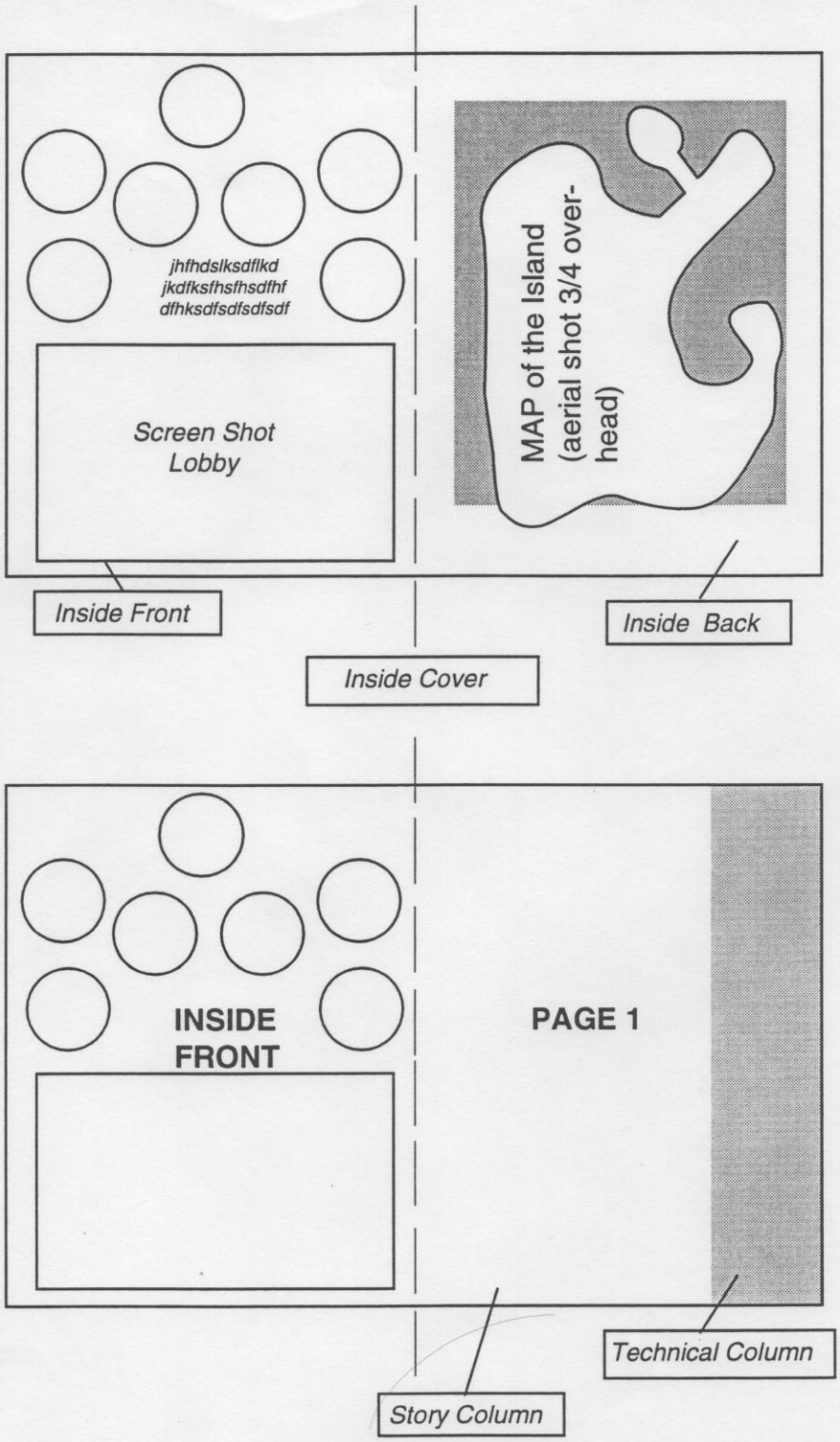

INSIDE COVER
see Inside Front Cover and Inside Back Cover description.

Pages as they appear completed and bound

see sample pages

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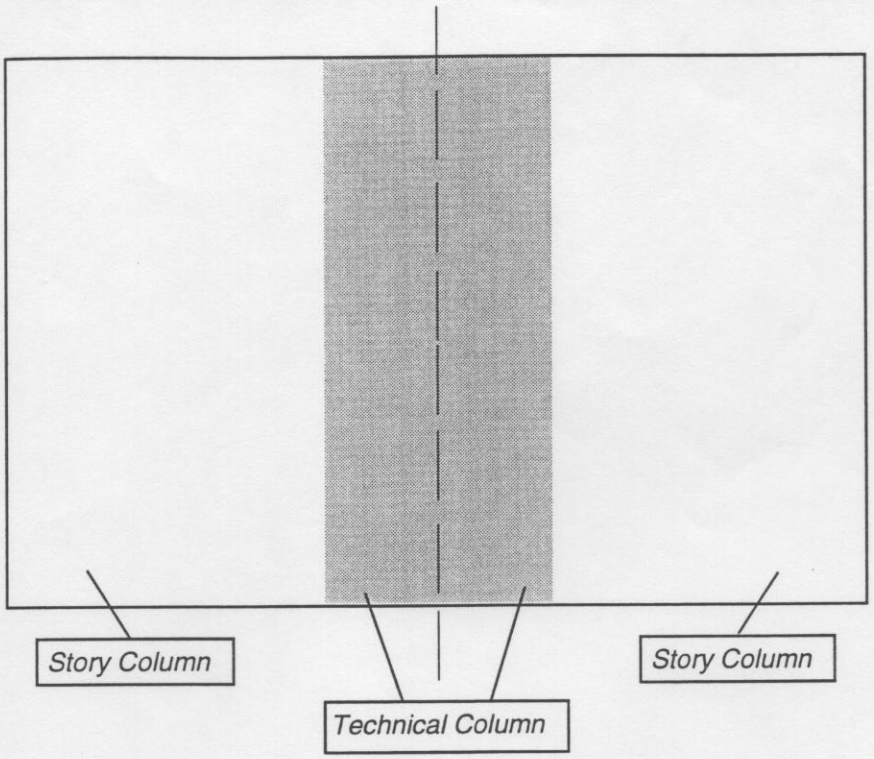
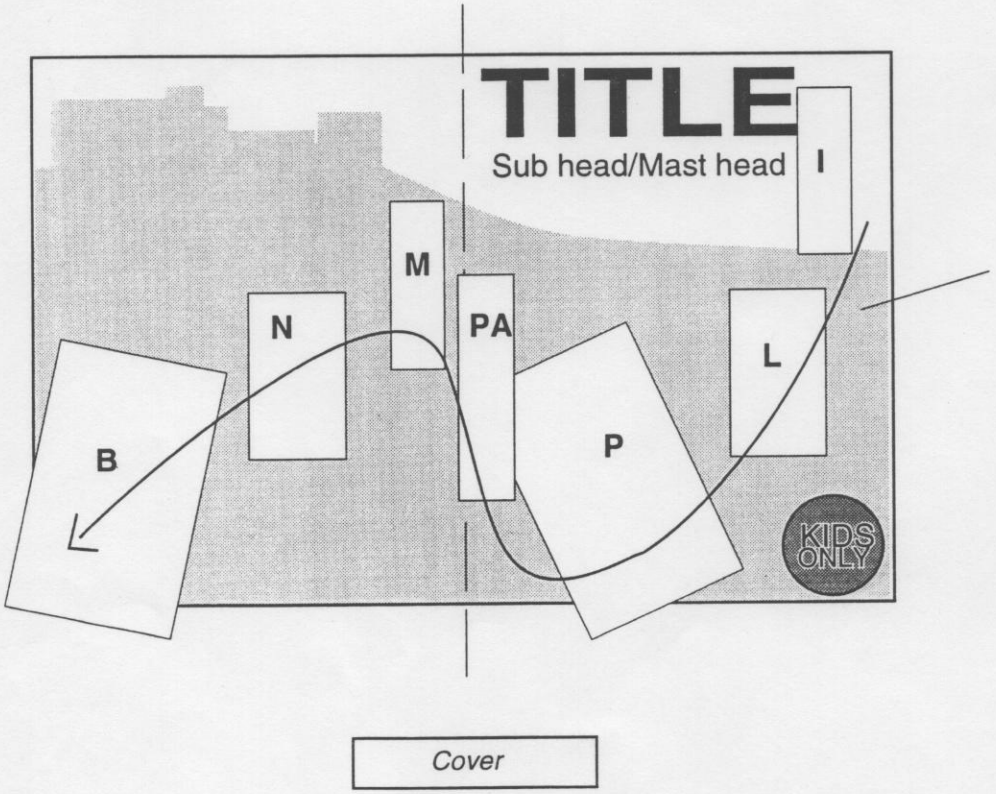


see sample pages



see Cover description

this is the path that our main characters will follow inorder for Pepper to appear in the foreground on the cover and
The Brickster to appear in the foreground on the back
P: Pepper
B: Brickster
N:Nick
L: Laure
M: Mama
PA: Papa
I: Infomaniac